Warlords II

SSG

Warlords II

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1. INTRODUCTION

Warlords II is an eight player game of conquest and empire. Different worlds are provided as a stage for your ambitions, and as a test of your capabilities. In the quest for final victory, you will assemble vast armies, conquer and loot mighty cities, undertake perilous quests, make and break alliances, and wield magical artefacts of great power.

This manual is written for the IBM. Information on installing and starting the game can be found in the next section.

2. GETTING STARTED

Warlords II is supplied on 3.5" high density disks or 5.25" high density disks. The game will require a 386 processor or better and about 4 Mb of hard disk space.

(a). Hard Disk Installation

Put Disk One into drive A: and type the following commands.

a: <Enter>

install <Enter>

The installation program will take you through the hard disk installation procedure. The game will be installed in a directory called WARLORD2.

After the installation is finished, you will be given the opportunity to read the README file. This will contain any information too recent to be included in this manual, and is highly recommended reading.

(b). Starting the Game

Change to the WARLORD2 directory and type

war2 <Enter>

Important Note

The readme file contains details on variant start options which may be useful if you experience problems running the game on your system. Type **warlord2 -?** from the WARLORD2 directory to list these options.

The first time you start the game you will be asked about sound options. Your answers to these questions will be saved. If you change your sound card at a future date, you can run the sound configuration program by typing

install <Enter>

(c). Special Note for Windows Users

The sound routines used in *Warlords II*, which support so many different devices, are not compatible with Windows™. The only sound routines compatible with Windows™ are, not surprisingly, Windows™ own routines which are completely incompatible with DOS.

As a result, *Warlords II* cannot be run under Windows™. Don't install or run the game with Windows™ running.

3. AN OVERVIEW

The mighty events of the recent past. . .

A short time ago, but an immeasurable distance away, the land of Illuria was finally at peace. After a long and bloody war, it had been united under brilliant, wise, benevolent and far sighted leadership. The name of this Supreme Leader, who shall illuminate and at the same time overshadow all of recorded history is, of course, constantly on *your* lips.

Despite the dawning of a new golden age, there was still a problem in Illuria (there always is!). All manner of heroes, knights, generals, admirals and other military men, valiant warriors all, had contributed to the great victory but were now, sadly, without vocation. And being, as required by legend, huge and hearty, ham-fisted and hairy (well... maybe some of the women weren't so hairy), they were totally unsuited for a life of peace.

Did one but require a tribe of Orcs be slaughtered, their skulls artfully compiled into a fifty foot pyramid... or fresh materials for a heads on pikes collection... then these were just the men for the job. Sadly though, in these modern times, such culturally significant skills were no longer required, and the military men did not fit in.

Nor did they go away! Decomposing carcasses of divers, vivisected monsters littered castle and countryside, inns and taverns were demolished by their carousing, and, worst of all, they would not pick up peasants after using them for target practice.

Every celebratory banquet had to be bigger and better than the previous one. Not that the luckless guests often got the opportunity to eat... again and again the cutlery was purloined for the thousandth retelling of great battles and great deeds... it seemed every hero was personally responsible for the defeat of the fearsome Jessarton Light Infantry!

Something had to be done. The Great Helmsman called all the Sages of the land together, and told them that they were to do it. Their alternative, as the Father of His People casually mentioned, was the demolition of their Temples, the razing of their Libraries, and the immediate employment of all surviving Sages in the Royal Sanitary Corps.

Armed with this subtle encouragement, the assembled Sages wrought a mighty spell. All the heroes, and the other unemployable military types, were plucked from the land and dumped, *en masse*, in the new world of Etheria.

Etheria had many lands to conquer, much that was worth fighting over, new and worthy opponents, and could offer instant and profitable employment to the newcomers.

That was then, this is now. . .

The new world of Etheria was ripe for exploitation. Vast tracts of land were populated by quiescent, placid populations, but dreams of empire still burned in the hearts of some. There were many populated land masses in Etheria, and surely an enterprising Warlord could build an empire on one of them.

Your mission. . .

Your mission is conquest. Select the land you wish to start with, and select the forces you will control. Your goal in *Warlords II* is fiendishly simple; to vanquish all opposition to your rule. To do this you will have to control all the cities in the game. The only way to do this is to take them by storm.

The application of overwhelming military force is the method of first (and favorite) resort in *Warlords II*. Naturally, you will have to pay some attention to economic and possibly diplomatic considerations but in the end, you'll have

to confront the armies of your enemies, and defeat them utterly. In Etheria, Might is Right!

Overwhelming force does not mean unsophisticated. There are many cunning ways of giving your troops an edge in battle. Troops led by heroes and accompanied by fearsome allies will fight better. Heroes can can search ruins or undertake quests to find the magical items that enhance their leadership in battle. Flying armies can appear behind enemy lines, and naval forces can take coastal cities, or transport invasion forces.

Regrettably, the process of bringing your enlightened rule to all will occasion the demise of all other forces, but this is inevitable. You can't make an empire without breaking dynasties.

4. THE TUTORIAL

Follow the instructions in Chapter 2 for installing and starting the game.

(a). Starting the Tutorial

After the intro and title screen, the first screen you see will be the Game Start screen. Click on the New Scenario button, and choose the tutorial scenario from the list presented, then click on the OK button. You will be returned to the Game Start screen. Click on the Begin button to start the tutorial.

As the tutorial starts, the first of a number of help screens built in to the tutorial appears with some useful information.

(b). Your First Hero

Your side is the Knights. Click on the turn number message when it appears to start your turn. On the first turn of every *Warlords II* game, a hero appears in your capital. A help screen appears with some info about heroes. Click on the help screen to make it go away, and then examine the hero dialog. You can rename your hero by clicking in the text box containing his name. When you've finished, click on the OK button.

(c). Producing an Army

After confirming the arrival of your Hero, your next job is to order the production for your city. Another help screen will pop up and explain this process. Click on the help screen to make it go away, then examine the production screen.

You only have one army type that you can produce, so click on the army icon. The highlight circle will turn white, and the Current: line will show that the army will arrive in one turn (abbreviated as 1t). The details of your army are shown on the right hand side of the dialog. Click on the Done button when you have finished.

(d). Selecting Armies for Movement

Once you've ordered production of a new army, it's time to start moving the ones you already have. The help screen appears to explain how you select an army, or armies, for movement. Click on the help screen, and examine the map. On the large map you will see a white castle, with an icon representing your hero standing on the castle. Move the cursor directly over the hero. It will change into a circle with a dot in the middle. This indicates that you can select the army beneath it. Click on the hero icon.

Another help screen appears to explain moving armies, which is what you will do next. Click when you have finished, and look at the screen. Your hero icon is surrounded by a moving highlight, indicating that it has been selected for movement. Looking at the small box at the bottom of the map, you can see the hero icon displayed again. It is highlighted, indicating that any movement orders will apply to that army.

Just to the right is another icon. It is greyed out and has a highlight ring that is yellow rather than white. As it stands, this army won't be affected by any movement orders you give.

Choose the Stack command from the View menu. This brings up the Stack Dialog. You can see that your hero has a +2 hero bonus. Hit the Group button. Now both armies are highlighted, and will move together. Notice also that the Light Infantry gets the bonus added to its strength, as it is now grouped with the Hero. Hit the OK button.

(e). Moving Your Armies

With a group of armies selected, the cursor will change to a pair of walking feet as you move it over the map. Click on the road to the left of the castle. Your group will move along the road to the point where you clicked. Keep clicking to the left until your group reaches a junction in the road. At the bottom of the screen is a grey castle. This is your first objective. Click on the road just outside the castle, so that your group moves there.

(f). Your First Battle

With your army sitting outside the castle, move the cursor over the grey army inside. It changes into a sword, indicating that you can attack the castle. When the cursor is a sword shape, hold down the SHIFT key. The cursor changes into a question mark. Click with mouse button. A sagacious looking advisor will appear, and advise you that the coming battle will be a walkover. Click on the Done button. Move the cursor back over the defender and click. The combat dialog appears, and the results are shown and announced. You should win the battle.

(g). Your First Victory

When you take a city, you have four options, as explained in the ubiquitous help screen. Click on the screen, and then click on the Occupy button in the dialog. You now get to specify more production for your newly conquered city. Read the help screen and then click on the middle army type (Light Infantry), to begin producing that.

(h). What To Do Next

First, choose the End Turn Command from the Turn Menu. This will bring you to Turn 2. The help screen brings up some more advice. We're going to take some of that advice by searching a ruin. Click on the hero icon. Another army will have turned up in your new city, so move over that if you have to, and double click with the mouse. This means click the mouse button twice, quickly, and is a very convenient way of grouping all the armies together. If that doesn't seem to work, use the Stack command again.

Then move the group to the ruin that is just to the northwest of your new city. Its the straggly lump of stones that looks, well, ruined. When you get there, a help screen tells how to search ruins, and what you can expect to receive. Click on the help screen, and then choose Search from the Hero menu.

If you meet monsters, they might fight you, or join your side. If you find a sage, take the money. After searching the ruin, move back to your city.

(i). Dealing with Computer Players

Since this is a tutorial, your opponent will be a bit of a patsy. That doesn't mean that you can take too many chances. Always garrison your cities with at least three armies, and try to attack with a large stack. This may mean sitting around for a little while while you build up your armies.

There are a few ruins on the tutorial map. Choose the Ruins command from the View menu to see which sites are unexplored, and take your hero exploring. Make sure you take some armies along with him when you do.

When you are ready to attack the computer's cities, use the advisor to check things out first.

(j). Messing About in Boats

There is one city not on the centre islands; that's the one in the bottom right hand corner. This is not a problem. When you have your attacking group assembled, just select it, and click on the road just outside the castle. The computer will work out a path, and move your group to the mainland by boat. All you have to do is keep moving the group along its path, by using the walking feet button in the bottom right of the screen.

(k). Winning

If you hold most of the cities, your opponent will offer to surrender. If you accept the offer, you have won. If you don't, you will have to take every enemy city on the board to win. Good luck!

5. STARTING A GAME

(a). Selecting a Scenario

The first screen you see after the game titles is the Game Start screen. From here you can select a New Scenario, Load a saved game, or choose a Random Map.

(i). New Scenario

Warlords II comes with a number of different scenarios. Clicking on the New Scenario Button brings up a scenario selection dialog. The names of all the scenarios are shown on the left, and the details of the currently selected scenario are shown on the right. You are given the name of each scenario, a brief description, the number of Cities and Ruins, and the number of players in the scenario.

Scenarios with twenty or forty cities are included for those who would like a short or medium length game. Click on the scenario you wish to play, and click on the OK button to load that scenario.

(ii). Random Map

Warlords II has the capacity to produce an infinite number of worlds through the Random Map function. Clicking on the Random Map button brings up the map specification dialog.

Using the sliders, the parameters for the amount of Water, Hills and Mountains, and Forest terrain types in the new map can be varied, as can the number of cities. Clicking on the Question Mark button to the right of the sliders will produce a random result for that variable.

Production in a scenario is set by the scenario designer. In a random map you have one element of choice. Certain powerful army types are usually only found as allies of heroes in the game. However, you can choose to have some cities start a random game able to produce these types. Clicking on the Yes/No query will change this setting.

(iii). Begin

When you have made all of your choices, click on the Begin button to start your game.

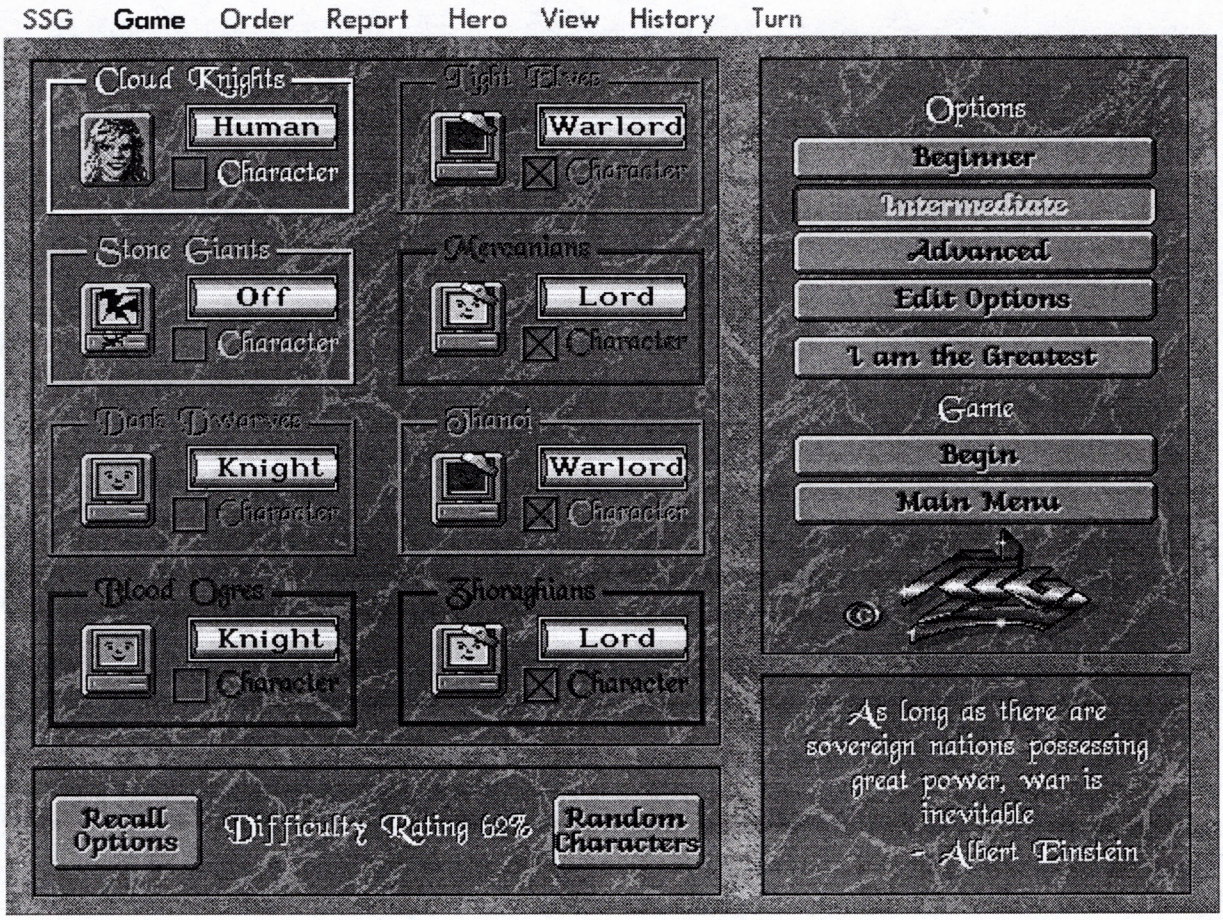


Fig 5.1 The Game Setup Screen

(b). Choosing Sides

After choosing a scenario, you will see the Game Setup screen. This screen lists the eight sides in the game, along with icons displaying who is controlling them.

Each side can be controlled by a Human, or a Knight, Lord or Warlord computer player, or can be left out entirely. The computer Warlords are the fiercest of opponents, and it is recommended that you begin by playing against Knights.

To change control of a side, click on the word describing who controls it. It will scroll to a new setting, and the icon beside it will change. The estimated difficulty factor appears at the bottom of the screen. See *fig 5.1*

Fig 5.2 The Setup Side Screen

(c). Side Setup

As well as the level of each computer opponent, you may also choose to play against a particular computer personality. Underneath the control for computer player level is a check box marked Character. Clicking on this will bring up Setup Side screen. See *fig 5.2*.

First, as a indulgence to your own personality, you may rename the side. Naturally, there is nothing to stop you giving computer players morale sapping names like Attila le Duck, while reserving something suitably glorious for yourself.

Under the side name, you are shown a list of leaders suitable for the level of opponent you have selected. Each leader has a Name, and a description of his Attitude, which may give some clues as to how he will perform. To find out more about these leaders, you will have to face them in combat. If you'd like the added uncertainty of not knowing who you're fighting against, then hit the Random Characters button on the game setup screen, and your opponents will be chosen for you.

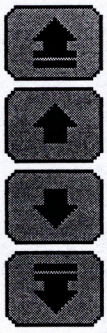


Fig 5.3
The Scroll Buttons

You don't have to select a personality for computer players. As a default, the computer will provide a standard opponent for Knight, Lord and Warlord levels.

If there are more opponents than can fit in the screen, then the scroll buttons will be active. These buttons work in all dialogs where lists need to be scrolled. See *fig 5.3*.

(d). Editing Options

There are a number of game options in *Warlords II*. A full list appears in Chapter 14. You can choose from the Beginner, Intermediate or Advanced buttons to select options appropriate to those levels of play, or you can use the Edit Options button to pick and choose for yourself.

(e). Artificial Intelligence

The AI routines in *Warlords II* are a huge improvement over those in the original game. The Warlord level players are difficult to beat because we made them smarter, not because they can produce more than you or because they have other hidden bonuses. They do not get extra heroes, combat bonuses or lower production costs because they are computer players.

(f). *I am the Greatest*

The I am the Greatest button lays down a challenge to the rest of the world. It automatically chooses Warlords as your opponents, although naturally you may still change this. Whoever you finally fight, you may rest assured that the computer players have heard, and will respond, to your boast.

6. PLAYING THE GAME

The screen in *Warlords II* is divided into five areas. These are the Menu Bar, the Playing Map, the Overview Map, the Action Palette and the Info Area/Stack Palette.

(a). Using the Playing Map

The playing map is where you move your armies and make them fight. The map shows a close up of the world chosen for the scenario. See *fig 6.1*.

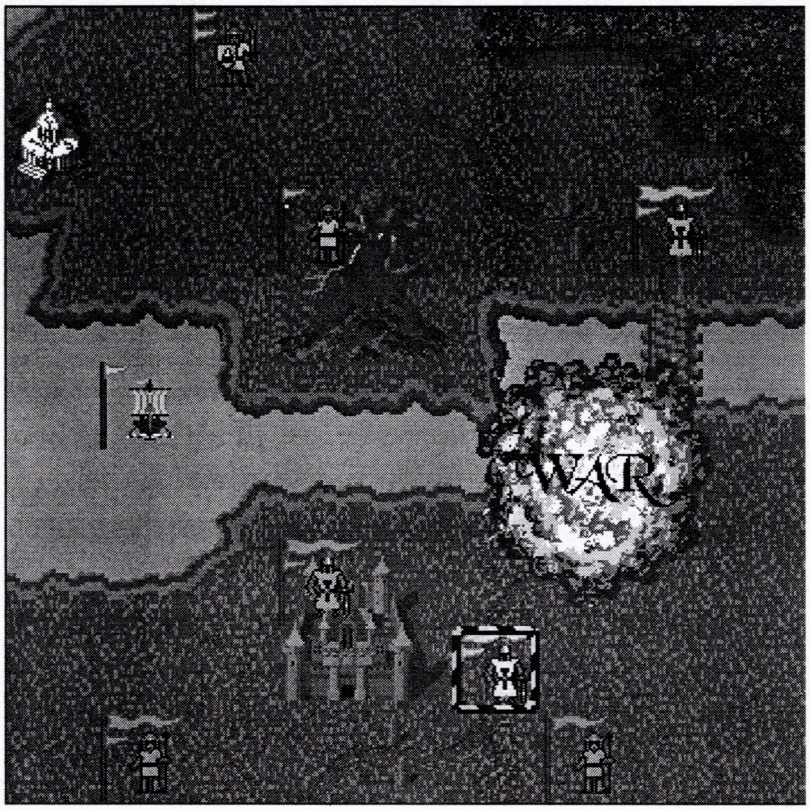


Fig 6.1 The Playing Map

As you move the cursor over the map, it changes in response to different conditions or key-presses. These changes give you feedback as to what is happening, and what commands you can issue.

The possible cursors are explained below.

This is the standard cursor. It appears in dialogs and over the Menu Bar.

This is the army selection cursor. It appears over armies that you own. Clicking on a stack will select a group for movement, and bring up the Stack Palette below the map. See Chapter 7 for more details.

This is the city cursor. It appears only over cities you own. Clicking on the city is the same as issuing the Production command from the View menu, and takes you straight to the production dialog.

This is the combat cursor. It appears over enemy cities and stacks that you can attack. Clicking will initiate combat.

This is the peace cursor. If the diplomacy option is on, you may be prohibited by convention from attacking certain forces. The heart shaped cursor replaces the combat cursor to remind you of your diplomatic obligations. Since no piece of paper can really stop a Warlord, you can still attack. However, if you do, you will pay a heavy diplomatic price for your cowardly actions. See Chapter 14 for details.

This is the land destination cursor. It appears when a group is selected and the cursor is over land. Clicking on the map sets a destination for the selected group. See Chapter 7 for more details.

This is the sea destination cursor. It appears when a non-flying group is selected and the cursor is over the sea. Clicking on the map sets a destination for the selected group. See Chapter 7 for more details.

This is the scrolling cursor. When it appears, hold down the left mouse button to grab the map. You can then move the map around for as long as the button is down.

This is the path create cursor. Holding down the Alt key will bring up this cursor. Clicking will create a destination and the path to that destination, but the group will not move along that path. This allows you to check out the computer's movement decisions, without committing yourself.

This is the combat advisor cursor. If the Military Advisor option is on, when the combat cursor is showing, holding down the shift key will change the combat cursor to the advisor cursor. Clicking will then bring up the military advisor's estimate of your chances if you commit to combat.

This is the ruin cursor. It appears over ruins and temples and brings up the ruins dialog.

The Right Mouse Button

The right mouse button brings up help or information screens on just about any part of the game. You can right-click on armies, cities, terrain, ruins, signposts, icons and buttons, towers and both maps to get information or reminders. Just try it out to see how comprehensive the system really is.

The Shift Key

Sometimes the cursor won't be in the right condition for a command that you wish to issue. For instance, if a city has armies in all four squares, then the tower cursor for production cannot appear. Holding down the shift key will cause the cursor to change to the city or ruin cursor.

The Control Key

The control key switches between the land destination and army selection cursor.

The ALT Key

The ALT key brings up the path create cursor.

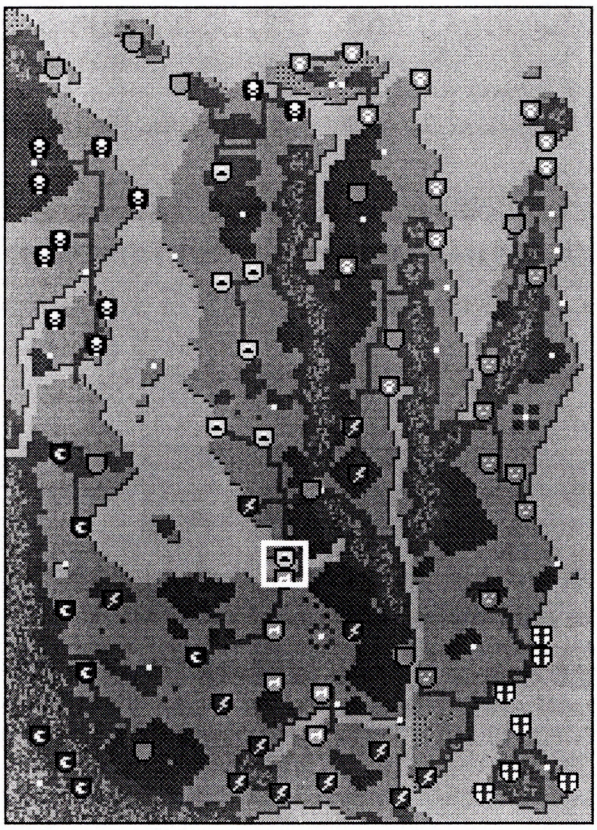


Fig 6.2 The Overview Map

(b). Using the Overview Map

This map shows the entire land at a reduced scale. Cities are shown by the shield of their owner, or grey shields if neutral. As the cursor moves over the Overview Map, it changes to a magnifying glass.

Clicking on the Overview Map will scroll the Playing Map to the square selected on the Overview Map.

See *fig 6.2*.

(c). Using the Action Palette

The Action Palette contains a number of buttons which help you manipulate the map and your forces. The scroll pad moves the Playing Map. The center button in the scroll pad will centre the screen on the current group.

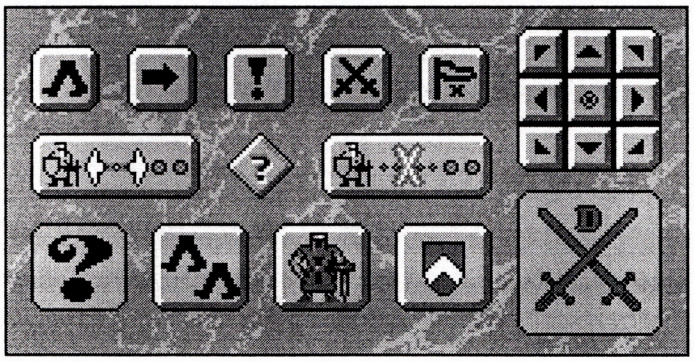


Fig 6.3 The Action Palette

The diplomacy button reports diplomatic proposals, and clicking on it will take you to the Diplomacy screen. See *fig 6.3*.

The movement control buttons are explained in Chapter 7. The shortcuts are explained in Chapter 16.

(d). The Info Area

The info area appears when there is no group currently selected. It shows the number of cities that you own, your wealth, your income for this turn and your current upkeep. See *fig 6.4*.

Fig 6.4 *The Info Area*

(e). The Stack Palette

The Stack Palette appears whenever a group is selected for movement, and is explained in Chapter 7.

7. MOVEMENT

The most important actions in the game are moving armies and making them fight. There are a number of ways to move armies in Etheria (or wherever). You probably won't need to use all of them, but will instead choose a few techniques which suit your style of play.

(a). Groups and Stacks

A group consists either of a single army, or two or more armies that you have explicitly combined. Armies that you have grouped always move and attack together, until you explicitly separate them, or they die.

To select a group, just click on the group's army icon on the Playing Map. A thin highlight (like *marching ants*) will appear around the selected group. As you move the cursor away from the army, it changes into a pair of legs,

indicating that you can now give a destination to the selected group, just by clicking on the map.

Double-clicking, i.e clicking twice on the left mouse button quickly, will merge all armies in a square into a single group. The shortcut for this is the SPACEBAR.

A stack consists of all the armies in a single square, regardless of how they are grouped. For instance, all armies in a square will defend together, regardless of their grouping. Units move and attack as groups, and defend as stacks. A maximum of eight armies may occupy each square on the map, although groups of armies may pass through each other in excess of this limit during movement.

(b). The Stack Palette

In the Stack Palette, at the bottom of the map, you are shown the currently selected group, plus any other groups that are in the same square. The display looks a little complex, but it has been designed so that you can manipulate groups and stacks without having to call up dialogs or clutter the screen. See *fig 7.1*.

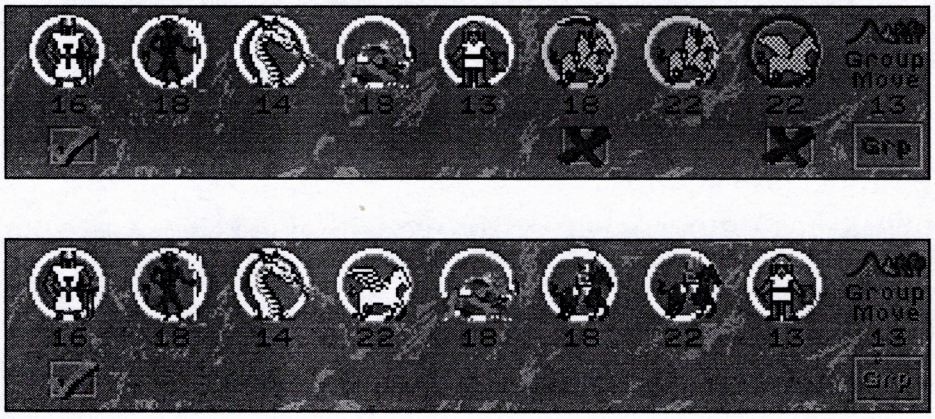


Fig 7.1 *The Stack Palette*

The current group is shown by a green tick under the left-most army of the group. If there is more than one army in the group, they are displayed immediately to the right of the first army, and all armies in the group have background circles of the same color.

Units in the same square, but not in the current group, will have their icons greyed out. They themselves might belong to different groups, and thus might have more than one background circle color.

There are three operations that you can perform on groups; changing the current group, adding to the current group, and subtracting from the current group.

To change the current group, just click on the red cross icon of the group that you wish to make current.

To add to the current group, click on the greyed out icon of the army you wish to add. The army will be highlighted, and its background circle will change color to that of the current group.

To remove an army from the current group, click on its icon. The army will be greyed out and placed in a new non-current group of its own.

Since all armies in a group are arranged next to each other in the palette, adding or removing armies may cause armies to move around in the palette. A few minutes experimentation will illustrate just how the system works.

There is a small button in the bottom right of the Stack Palette. When it is green, clicking on it will ungroup all armies, and place them in single army groups. When it is red, clicking will merge all armies together into a single group.

The individual movement factors of each army are shown under their icons. The group move, which is the lowest move factor of the armies in the current group, is shown above the group button.

If every army in the current group is capable of flying, a small pair of wings will appear in the top right of the Stack Palette. If the current group gets a woods movement bonus, then a tree is shown, a small hill for a hills bonus, a combination wood and hill if the current group is eligible for both bonuses, or a boat if the group is using naval movement.

(c). Moving Around

To be moved, a group must be selected by clicking on it, and only the currently selected group will be moved. A glance at the Stack Palette before selecting a destination will ensure that the right armies get the orders.

Once a group is selected you can use a number of techniques to move them. Most techniques involve the creation of a path. This is shown on the Playing Map as a line of hollow dots.

This path will be remembered from turn to turn, although it may change if the computer finds a more efficient route in subsequent turns. You can easily get the group to continue along the path in following turns. Dots with a cross through them indicate those portions of the path that you cannot reach this turn.

With the land destination cursor showing, you can click anywhere on the playing map to establish a destination. The movement routines will find a very efficient route to the selected destination, and the army will immediately move along that route.

With the path creation cursor showing, clicking on the map establishes a path, but the army does not immediately move along the path. A group can be made to move along its path by clicking on the walking feet icon in the Action Palette, as soon as you are happy with its intentions.

When a group is selected, you can hold down the ALT key and click on the group. While the mouse button is held down, you can drag the shadow of the group over the map. Releasing the mouse button will establish a path. Clicking on the move group button in the Action Palette will cause the group to move.

The numeric keypad will also move the army one square at a time and the 5 key will center the screen on the current army.

(d). Deselecting Groups

A group may be deselected by clicking on the deselect icon, a flag with a cross, in the Action Palette. Shortcut = DEL key.

(e). Movement Control

As your empire grows, you will have greater numbers of armies in far flung parts of the world. To keep track of these forces we strongly recommend that you use the movement control commands provided in the Action Palette.

(i). Move Group

This button is only active if the current group has a path defined. Clicking on the button will cause the group to move along that path. Shortcut = END key.

(ii). Next Group

This command takes you to the next group available for movement, and selects it. You can loop through all of your armies as often as you like, giving orders until none are left capable of moving. Shortcut = RET key.

(iii). Leave Group

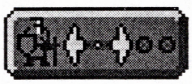
This command will leave the current group out of the Next Group loop until the next turn. It is useful when a group still has movement points left, but is already positioned where you want it. When a group runs out of movement points, or does not have enough points to move, the Leave Group command is automatically issued for that group. Shortcut = ESC key.

(iv). Defend

This command takes a group out of the Next Group loop for this and subsequent turns, until it is selected again by clicking on the group's icon on the map. This is very useful for garrison troops, who will not be moving, and who only clutter up the Next Group loop.

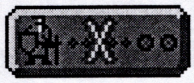
If a group is outside of a city or ruin, and it is given a defend order, and it remains stationary for one full turn, then at the start of its next turn, it will be considered to be encamped. The group's icon is replaced by a small tower, and it receives a +1 bonus in defence.

(v). Show Army Destination



This command toggles the main map between showing the currently selected group and its destination. Shortcut = TAB key.

(vi). Cancel Path



This command cancels the current path. Shortcut = BACK-SPACE key.

(vii). Mouse and Keyboard Info

This command brings up a series of screens which summarise all important mouse and cursor commands, along with shortcuts and key modifiers.

8. MOVEMENT RULES

(a). Movement Points

In order for an army to move in *Warlords II* it must have enough movement points (MPs) to get to its new location. Movement points might be better described as "potential for movement". In other words, they indicate how far an army can move in one turn. An army of heavy infantry has few movement points; an army of cavalry has a lot of movement points, since it is on horseback.

Different types of armies will have different movement points.

Different types of terrain will use up different amounts of movement points. As a basic rule, each terrain type has a fixed cost for all armies. Some armies are then given a bonus, in the form of lower MP costs for certain terrain, and can transmit that bonus to other armies that they are grouped with.

For example, it is easier for elves to move through a forest. If you have a group containing an elf, then all armies in the group will pay the lower MP costs in a forest, rather than the standard rate.

Since both army types and movement bonuses can vary between scenarios, the necessary information can be found within the game itself.

The Army Bonus command in the View Menu shows the move and combat bonus for each army type. If an army gets a movement bonus, this is indicated by a small icon to the right of the army icon. A tree means a bonus in forests, a hill means a bonus in hills, wings mean that the army can fly.

The move bonus means that armies pay the plains cost for the terrain they have the bonus for. See *fig 8.1*.

Each turn an army will regenerate its movement points. If it had any left over from last turn, a maximum of two MPs may also carry over to the new turn. The Appendix shows the move values for the different types of armies.

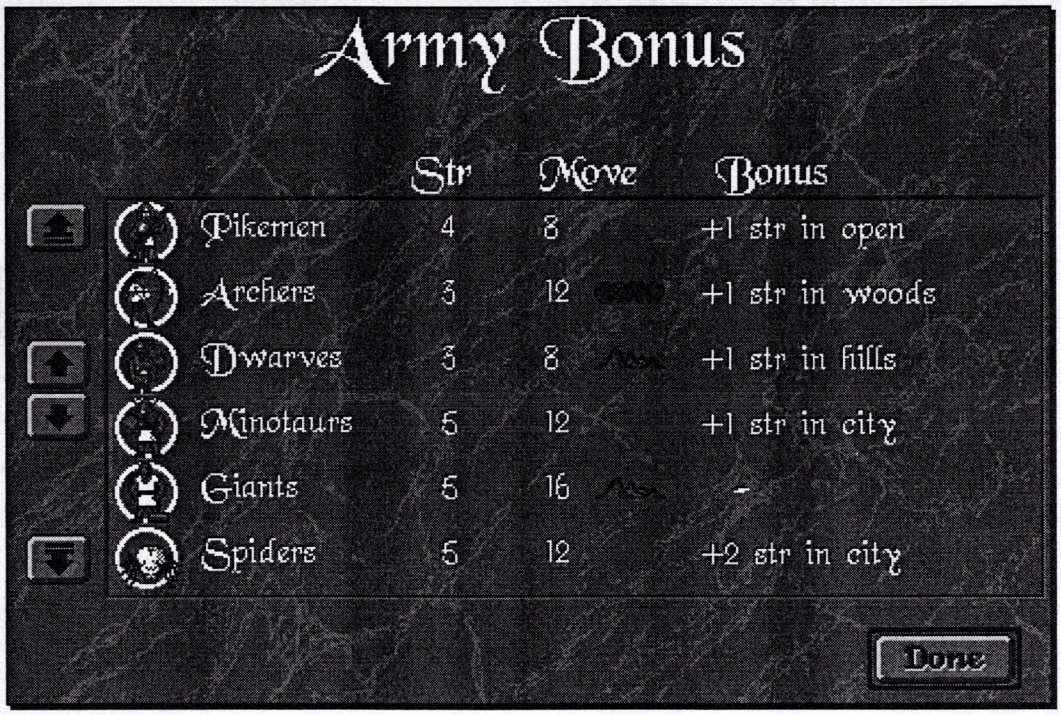


Fig 8.1 *The Army Bonus Screen*

(b). Illegal Moves

A group may never move into any of the following places.

- Any terrain type marked as forbidden for that army type.
- Off the edge of the map.
- Onto an enemy army, or into an enemy or neutral city. These locations must be fought over, rather than moved into.
- Onto one or more of your own armies if that would result in more than eight armies in that location at the end of the group's move. Groups may move through their own side's stacks without worrying about stacking limits. The

Diplomacy option allows you to move through Allied stacks as if they are your own. See Chapter 14.

(c). Movement in Groups

When armies move, they pay a standard cost for each terrain type entered. Some armies have movement bonuses in certain terrain. If a group contains an army with a move bonus, then the entire group pays the lower cost for that terrain.

A group's move will stop as soon as one army does not have enough MPs left to enter the next square, even though some armies may have MPs left. Of course, you can always divide the group, and continue moving with those armies so capable.

There are exceptions to this rule. A Hero may travel with any army using that army's movement cost. Thus a flying army may fly a Hero over mountains or sea. The Hero will only be able to fly if all the remaining armies in his group are capable of flying or he has a magical item enabling his group to fly.

(d). Naval Transport

Warlords II makes it very easy for armies to use naval transport. Groups can embark on transport ships at any coastal city, bridge or port. (A port is a coastal square marked with an anchor symbol). To use the transports, just set a group's destination on or over water. The group will move to the embarkation point and stop, and its icon will be replaced with that of a transport ship. Next turn, the group will be able to move on the water.

Note that the group does not use a single boat, nor are these boats part of the stack. Instead, each army may be thought of as hiring, (or commandeering), its own boat.

When a group reaches a disembarkation point, (these are the same as the embarkation points), the group may disembark by moving onto land. If it does so, its move will be stopped, and next turn the group will be able to move normally on land. Note that this means that armies can only disembark at coastal cities, bridges or ports.

If a naval group moves onto an enemy city, the group will attack the city as if it had attacked from land, but this will not end its naval movement. It is possible for a naval group to continue moving and attacking coastal cities for as long as it has the MPs to do so.

The movement routines can handle naval movement automatically. If a group's route takes it across water, the routines will move the group to the appropriate embarkation point, cross the water, then disembark and continue moving on land, all without any need for intervention by the player.

9. ARMIES

(a). Introduction to Armies

Armies play a very large part in *Warlords II*. Without them you could not take over cities, or defend yourself from your marauding opponents. There are three main types of armies; ordinary armies such as infantry and cavalry, special armies such as dragons and wizards, and heroes. Appendix A provides a comprehensive list of all armies and their associated values.

(b). Stacking

Up to eight armies may be in the same location at the same time. This will be indicated by the length and location of the army flags. The first four armies in a stack are indicated by the increasing length of the top flag. A fifth army is indicated by a short bottom flag, and a short top flag. Thereafter, the sixth, seventh and eighth armies of the stack are indicated by the increasing length of the top flag. Thus, stacks with four or less armies have only one flag, those with five or more have two.

Armies in a group need not be of the same type; for instance you could have one cavalry, one giant, a dragon and a hero.

(c). Stacks and Groups

While up to eight armies may be in a single square, they are not necessarily in the same group. Check the Stack Palette or use the Stack command from the View menu to make sure of the composition of a stack. See *fig 9.1*.

Fig 9.1 The Stack Info Screen

(d). Acquiring Armies

There are twenty eight different army types in *Warlords II*, and three different ways of acquiring them; production, alliance and hiring.

All cities in *Warlords II* start off by being able to build one or more army types. These can be produced through the production routines. You may also elect to build a production type, paying a large sum of money for the privilege, which may then be produced as normal. See Chapter 12.

Alliances are made when a hero searches a ruin, and its guardians decide that they wish to join him, rather than fight him.

Heroes in *Warlords II* are only available for money, apart from your first hero, who arrives free of charge. Heroes offer themselves from time to time, if you have the money for their hire. Heroes who are hired will also bring at least one special creature as an ally. See Chapter 15.

(e). Disbanding Armies

The Disband command from the Order menu is used for disbanding your armies and removing them from the game. Use this command when a single army or a stack is selected. It is particularly useful for getting rid of excess troops, so that you no longer have to pay any upkeep for them. You can disband an unwanted Hero.

10. ATTACKING

(a). Description of Attacking

Attacking is defined as the act of trying to physically destroy an enemy army (or stack) by moving a group into the same location as the enemy. You cannot move onto or through an enemy army, you must fight it. If you wish to attack with every army in a square, they must be in the same group, otherwise your attack order will only apply to some of the armies present. It's probably a good idea to check the Stack Palette just before an attack.

Attacking is also the only way of capturing cities. If you attack an enemy city and all of the enemy armies are destroyed, or none were present, then you will have captured that city.

If you can attack an adjacent stack or city, the cursor will change to a sword when you move it over the enemy. Clicking on the enemy will then initiate the attack.

(b). Strength Points

Each army has a number of strength points. This is an indication of how well that army fights. The minimum basic combat strength for an army is one, the maximum is nine. The Stack command from the View menu shows you the strengths of all armies in a stack. As well as their basic strengths, armies can be given bonuses in the form of extra strength points for a variety of reasons. These are shown in brackets after the basic strengths. Obviously, these can vary throughout the game, depending on what armies are in a stack.

(c). Combat Bonuses

The path to victory in *Warlords II* lies in using combat bonuses so that armies fight at more than their basic strength. There are a number of ways of doing this. Some add to the basic strength of an army while others are conferred by other armies in the group.

(i). Individual Bonuses

Searching at a temple will get an army (armies) blessed, adding +1 to its (their) combat value. See Chapter 13.

Armies can be awarded medals, which permanently add to their base combat value.

Heroes can reach higher levels of experience, which permanently add to their base combat value.

Individual bonuses are awarded to some armies when they fight on certain terrain. Terrain is determined by the terrain in the defender's square.

(ii). Stack Bonuses

Units given a defend command can become encamped, gaining a +1 bonus on defence. See Chapter 7.

Stack bonuses are generated by specific armies, but apply to all armies that they are stacked with. All special armies generate a +1 stack bonus, except Dragons, which have a +2. Heroes can generate stack bonuses by virtue of their strength, and often carry artefacts which give further bonuses. Defenders in cities also receive a bonus from the city walls.

There is a maximum stack bonus that can be applied to any stack. This may vary between scenarios. It is shown on the top line of the Stack Dialog. See Chapter 9.

See Appendix A for a full list of the combat bonuses for the standard armies in *Warlords II*. Since both army types and bonuses can vary between scenarios, the necessary information is also found within the game itself.

The Stack command in the View Menu will give information about the strengths and bonuses of armies in a stack. The Army Bonus command

in the View Menu will give info about the combat bonus of each army type.

(d). Losing Combat Bonuses

In certain circumstances, bonuses can be lost. Certain armies will negate bonuses conferred by heroes, or all non-hero bonuses (except city and encamped bonus). Siege engines will negate the city defence bonus. Bear this in mind when you construct your stacks. A stack containing cheap, low strength armies inflated by lots of combat bonuses looks good only until it loses those extras.

(e). Brief Description of Combat

When a combat occurs, each side lines up its armies according the order specified in the Fight Order command of the Order menu. The default is weakest armies (crossbow fodder) first. The first two armies square off, and fight till one is killed. The next army on the losing side steps into the breach, and a new fight starts. Combat always continues until one side is completely destroyed.

A few important points arise from this. It is very unlikely that the first armies in a stack will survive any but the most trivial combats. Also, if you lose a combat, you lose everyone.

The combat system favours quality of army more than it does quantity. Be warned, however, the lowliest light infantryman is capable of destroying the fiercest dragon! Just don't count on it. The bias towards quality is somewhat reduced if you use the Intense Combat option (see Appendix B for more details).

(f). Attacking Cities

If a city produces one or two armies, its defenders receive a +1 bonus. If a city is capable of producing three or four armies, the bonus is +2.

When attacking enemy cities, it is necessary to defeat all the enemy troops within that city. It does not matter which wall of the city you attack. Thus, although you can only attack with a maximum of eight armies, a city will defend with all the armies it contains, which is a maximum of thirty two.

This means that the taking of a strongly defended city requires some thought. The best tactic is to assemble two or three stacks of eight to do the job. The first stacks will have to wear down the defenders to a point where your best and last stack can finish them off without suffering too many casualties. A catapult, which negates all city defence bonuses may also come in handy.

You may console yourself with the thought that it is simply too expensive to maintain large garrisons in all cities, and any opponent who tries that will soon be bankrupt.

(g). Victory in Sieges

After you've attacked and taken a city, you are presented with a dialog containing four options. In order of increasing severity they are Occupy, Pillage, Sack and Raze. If you Occupy, then you simply take over the city as is. If you Pillage, then the city loses the production of its most expensive army, and you receive money from the process.

If you Sack, then the city loses production of all but the cheapest army, and you receive more money as a result of your depredations. If you Raze the city, then it is burnt to the ground and cannot be rebuilt. You receive no money for this dreadful act, but your scorched earth policy may be strategically useful in denying resources to your enemies. See *fig 10.1*.

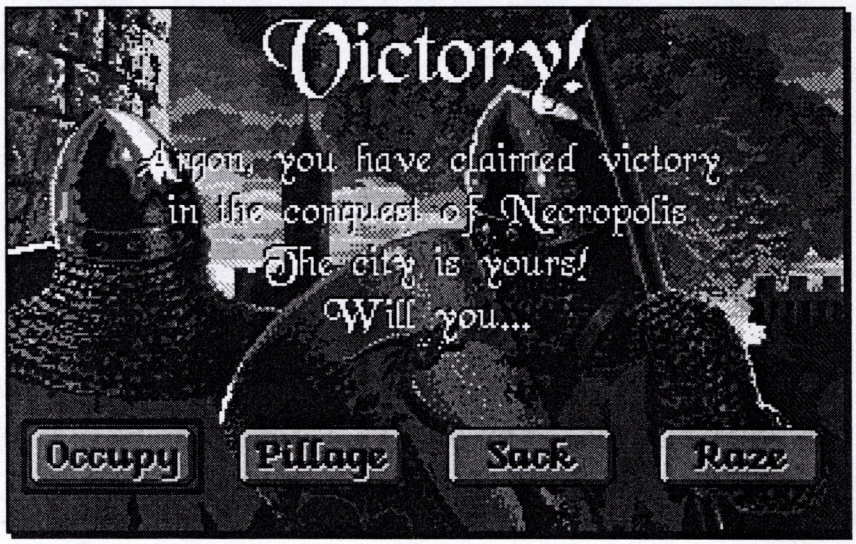


Fig 10.1 *The Castle Victory Screen*

However, pillaging, sacking and especially razing a city will make you unpopular with your neighbours. This unpopularity will occur whether or not you are using the diplomacy option, so some discretion in your handling of conquered cities is advised.

(h). Naval Combat

At sea, all armies on boats fight with a combat strength of four, regardless of their actual strength, and no bonuses are allowed for any reasons. Flying armies fight normally against naval groups, and could thus be very lethal against a navy.

When a naval group attacks a city, it fights as a land group, with all its normal bonuses.

When armies in a city attack a naval group, which they can do if the naval group is adjacent, the city stack fights as a navy, with the combat strength of four and without bonuses. Be aware that in this situation, the Military Advisor will get his diagnosis wrong.

(i). Combat and Diplomacy

The diplomacy option can impose some restrictions on combat. If you are adjacent to a city of a neutral or allied power, or a stack of an allied power, then the cursor will change into a heart, informing you of diplomatic restrictions.

You can always attack a stack or city under diplomatic restriction, simply by clicking when the cursor is heart shaped, but you will pay a heavy diplomatic price for your dastardly actions. See Chapter 14.

(j). Veteran Armies

After each combat in which two or more armies on both sides participated and the winning side was led by a hero, there is a small chance that an army on the winning side will be recognised as veteran. Heroes and allies are not eligible for this accolade. If an army is so honoured, a medal will be awarded, and the unit's strength will be increased by one. This award can be made a maximum of four times, for a +4 increase in strength. Veteran armies are indicated by a small star(s) next to the army icon in the Stack dialog.

(k). How to Win Combats

A full explanation of the combat system is provided in Appendix B. However, you don't need to know all these details to play the game. The tips given in this chapter will explain what you need to know.

The key to combat in *Warlords II* is the combat strength bonuses. Careful application of these makes poor troops strong, and good troops stronger. However, no stack can be considered unbeatable.

The best strategy is to structure attacking stacks around heroes and special armies. Heroes can carry the various artefacts that give bonuses, and can also generate their own bonuses as they increase in experience. Special armies give a bonus to all armies in a stack, or remove bonuses from enemy stacks. These are very valuable and should be included whenever possible.

You can now fill out the stack with lesser armies, cheaper and quicker to produce, who can do the necessary dying but who will fight well because of the bonuses. You should also consider following your strong stacks with replacement stacks, containing your favourite crossbow fodder troops. These stacks do not fight, since they do not have any bonuses, but simply provide replacements for casualties in the main stack.

As the game goes on your opponents will be able to afford a better class of basic troops, and you will also have to start producing stronger troop types as the basis of your stacks.

Once players' economies are up and running, the best possible stack would look something like this; a Hero, carrying as many artefacts as possible, a Dragon to give a +2 stack bonus, a Devil to negate enemy non hero bonuses and an elephant to take -1 off the enemy stack. Round this out with tough armies that give good movement bonuses. If you are attacking an enemy stack containing a hero, an Archon, which would negate his bonuses would also be very useful.

11. MONEY

(a). Income and Expenditure

In *Warlords II*, you are controlling an empire, and just like a real empire, there is never enough money. How do you get money? There is basically one solution; capture cities. You start the game with some gold, but after this, almost all gold is generated by cities.

Each city has an income associated with it, which represents trade and taxes. If you own a city, its income will be added to your tally of gold at the beginning of every turn. Thus, if you owned three cities generating 20 gp, 25 gp and 28 gp respectively (where gp stands for gold pieces), you would receive 73 gp at the start of your turn.

When you take an enemy city, you are given the option to pillage or sack the city. Pillaging and sacking both generate money, but damage the productive capacity of the city. See Chapter 10. Sages can also reward heroes with money, as well as information.

Where does the money go? Chiefly the money goes to supporting your troops, although you must also pay to produce them. It costs half as much to support an army each turn as it did to produce it; thus if it costs 4 gp to produce an army of heavy infantry, it will cost 2 gp to support it *every* turn (for more information on production costs, see Chapter 12). Money may also be spent on building production for new troop types (very expensive), increasing production and hiring heroes.

(b). Lack of Money

Lack of money is a very serious problem. This is not often the case early in the game, but as your empire expands, you may find it has grown too fast! Without money you cannot build troops; thus you cannot defend your borders when they become weak.

More importantly, you cannot defend your interior from sudden incursions by the enemy. If you are in a deficit situation, you must take action immediately. Disbanding troops will save a lot of money, and is often the only way out.

12. PRODUCTION

Production is the training, recruiting and building of armies to prepare them for battle. Each city has a maximum of four different army types that it can produce. It can only produce one army at a time.

(a). Producing New Armies

To set production for a city, move the cursor over it. The cursor will turn into a tower, and clicking will bring up the production dialog. (If an army is selected for movement, you will have to hold down the Shift key to get the production cursor, or choose Production from the View menu).

The dialog opens with the new army production screen. If you choose other functions from this dialog, you can return to this screen by hitting the anvil button. The map shows the cities you own. Cities not producing have white shields, cities producing have white shields with a black anvil. The city whose production is currently being examined has a white anvil with a black border.

Fig 12.1 The Army Production Screen

The display shows the name of the city, and the current production. Under this a row of up to four icons, which show the troop types which may be produced this turn. Clicking on one of these icons brings up the relevant details about that troop type, and selects it for production. The Stop button cancels the production order. See *fig 12.1*.

The strip of icons along the bottom allows access to other production functions.

(b). City Information

The castle icon with a question mark provides a summary of all the attributes of the city.

(c). Building

The crane icon gives access to three functions. The Rename button allows you to rename your city (remember, ego is not a dirty word). The Raze button allows the desperate to raze their own city.

The Build Production icon brings up a dialog which allows you to build a new army type for the city to produce. Some army types (specials and heroes) cannot be built, others may cost more than your current treasury contains, and are greyed out. The valid builds are listed along with the cost of building that type.

Choosing an army here does not produce it, it just makes it available for production in that city. A maximum of four army types may be produced by a city. You cannot build the same type twice, but you may replace any existing type with a new army.

Position the red cursor around the production slot you wish to assign the new army type to. Be careful not to unwittingly replace an existing army type!

(d). Vectoring

Clicking on the arrows icon brings up the vectoring screen. Vectoring is a method of allowing to you transfer new production between cities, without going to the trouble of moving armies between them.

Instead of armies turning up in the city which produced them, they can be vectored to another of your cities. Vectored armies take the normal time to produce, and then take an extra two turns to arrive in their destination city. See *fig 12.2*.

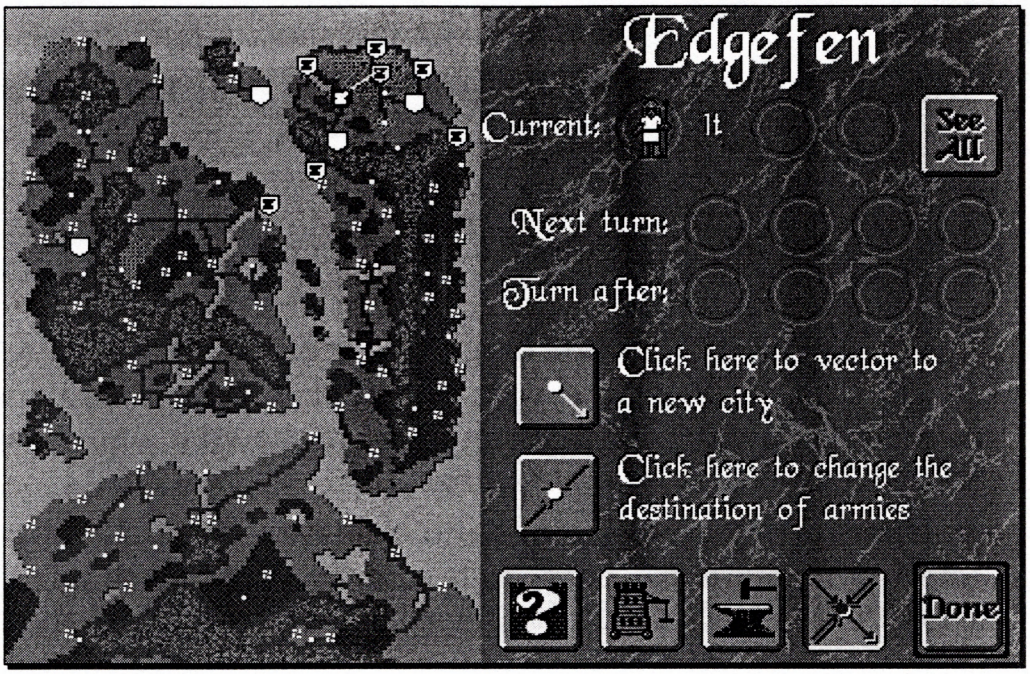


Fig 12.2 *The Army Vector Screen*

The dialog shows you the vectoring arrangements for the city named at the top of the screen. Its current production is shown, along with any outgoing armies that are in transit to another city.

Below that, the Next Turn line shows the incoming armies that are arriving next turn, and the Turn After line shows what will arrive in two turns time.

A city can be the destination for the production a maximum of four other cities.

There are two possible actions in the vectoring screen but they both work the same way. First you select a source, then an action, then a destination.

(i). Vectoring to a New City

First select the city that is the source of the vectoring army by clicking on the city's shield on the map in the dialog. Then click on the button with a single yellow arrow. Then click on the shield of the destination

city on the map. A yellow line will be drawn from the source city to the destination city, and the vectoring will be in place. If a city cannot be a destination for this action, i.e. it already has four incoming armies, then it will be greyed out.

Note that for this to make sense, the source city must actually be producing something.

To cancel a vector, select the source city as the destination, i.e. click on the source city, click on the yellow arrow icon, then click on the same city.

(ii). Changing Destinations

As well as being the source of vectored production, a city may at the same time be the destination of up to four other cities' production. If you click on a city in the vectoring dialog, any cities which are vectoring to the city you are examining are shown in orange, and are connected to the city by orange lines.

Sometimes it's more convenient to adjust the destination of such vectoring, rather than four separate sources. Click on the shield of the city that is receiving the vectoring, click on the icon with the orange arrows, and click on the shield of the new destination. If a city cannot be a destination for this action, i.e. it will create more than four incoming armies at the destination, then it will be greyed out.

That's all there is to it. Just remember that in the vectoring dialog, orange is incoming and yellow is outgoing. The See All button will show all vectors, not just those for the current city. It can get confusing, but it might remind you of arrangements you have forgotten.

13. SEARCHING

(a). Description of Searching

In general, searching is performed by a Hero, either on his own or with some help. Searching is done for a variety of reasons which are described below, but largely it is done at special locations to find either items, allies, information or gain some other advantage for that hero.

Searching is not without risk, as malevolent and sometimes powerful creatures guard their treasures. While a hero can search on his own, the more armies that accompany him, regardless of their strength, the better his chance of surviving the inevitable combat.

(b). Ruins

Unexplored ruins are always guarded. If a hero defeats the guardians, or persuades them to join him, he is considered to have also explored the ruin. Upon exploration, ruins can yield gold, artefacts or allies, or the hero may encounter a Sage. The Sage will offer up to three choices. If the hidden map option is on, the Sage will offer to reveal a small area of the map of your choice. Or you may ask a Sage for the location of a particular item, or choose to be rewarded with money. Once a ruin has been explored, it is useless.

(c). Temples

Temples have two functions. All armies, including heroes, may present themselves at a Temple and receive a blessing. Due to the intensely practical nature of religion in the land, this blessing is worth +1 in combat value. Other temples can add their own blessings, each worth +1, but you cannot be blessed twice by the same temple.

If the Quest option is on, a Hero may be given a chance to take on a quest. See Chapter 14.

(d). Where to Search

The Ruins command on the View menu brings up a dialog which shows you all of the ruins and temples on the map. Each ruin is classified as explored or unexplored. You can also click the right mouse button over any ruin on the playing map to get a report on its exploration status.

Some ruins, called Strongholds, are heavily guarded and contain the most powerful magic items. These are normally shown in the ruins dialog. However, if the Quest option is on, then these sites will be hidden, and their location will be revealed only as the reward for a successful quest. See *fig 13.1*.

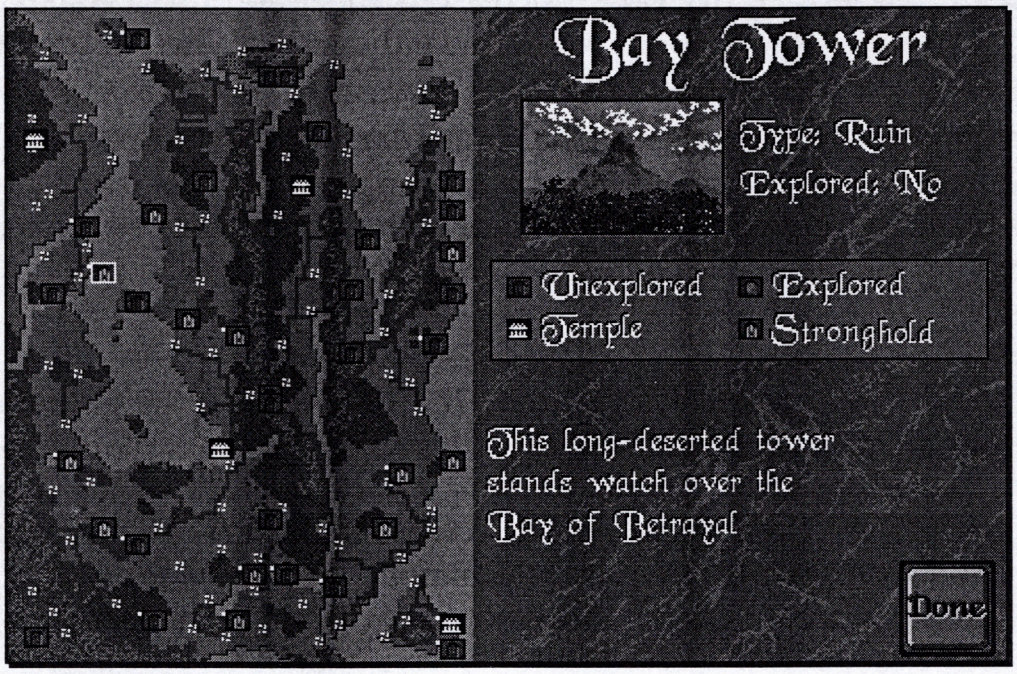


Fig 13.1 *The Ruins Dialog*

(e). Description of Items

Magical artefacts are an important part of *Warlords II*. They are either found in ruins or given out by temples as rewards for successful quests. Artefacts can confer strength or stack bonuses to heroes, allow a stack to fly or improve tax collection from the wretched peasants.

14. GAME OPTIONS

Warlords II has a large number of game options. These allow you to customise the game exactly to your liking, and enable you to play more complex games as your knowledge and confidence grow.

(a). Neutral Cities

Unless you have chosen the Quick Start option (see below) all cities, except the player capitals start the game as neutrals. Neutral cities can be average, strong or active.

Normal neutrals have a single defender of the lowest strength that the city can make. They should be pushovers for any attacking force, especially if led by a hero.

Strong neutrals still have a single defender, but this is chosen from amongst all the types that city can build, so some defenders will be strong armies. Strong neutrals call for a more considered approach to conquest.

Active neutrals can be a real problem. While still only starting with a single defender, this defender is much more likely to be a strong army. In addition, if an attack on an active neutral fails, the city will start producing extra defenders, up to a maximum of five armies. Active neutrals, if not handled correctly, could seriously disrupt the early days of your empire.

(b). Quick Start

The Quick Start option avoids any fuss about neutral cities by dividing up all cities amongst the players at the start of the game.

(c). The Military Advisor

Even the mightiest Warlord can occasionally benefit from some independent advice. If the Military Advisor option is on, then when the sword cursor is poised over an enemy stack, holding down the shift key will turn the sword or heart cursor into a question mark.

Clicking will then bring up the advisor's opinion of the coming combat, which is very accurate.

(d). Hidden Map

If this option is on, then all of the map is hidden, and the only exposed terrain is a small area around your start castle. The map is only exposed as your troops move over it. This option is especially useful if you have chosen a Random Map scenario. Of course, it will also produce a certain amount of doubt in players' minds. Who knows what is lurking in the dark bits of the map?

(e). Random Turn Order

Normally the order of player turns follows that of the game start screen. If the Random Turns option is On, then player order is determined randomly at the start of each turn. This means that a player could move last in one turn, and first in the next turn, effectively getting two moves in a row. This option will put a little more uncertainty into the minds of Warlords.

(f). View Enemies

If this option is on, then you can use the right mouse button to examine the stacks of enemy players. If it is not chosen, then the only way to determine the full composition of an enemy stack will be to implement a reconnaissance in force, and attack the stack.

(g). View Enemy Cities

If this option is on, then the Cities command in the View menu will allow you to examine the production info of an enemy city. If it is off, then the Cities command will only reveal details about your cities.

(h). Intense Combat

If this option is on, combat is more likely to result in heavy casualties to both sides, and the advantage that strong armies have over weak armies is reduced.

(i). Quests

If this option is on, then heroes searching at temples may be offered a Quest. Only one Hero per side can have a quest at any one time, and the quest lasts until it is fulfilled, or is impossible to complete. A quest is allocated to a specific hero and he, or his stack, must perform the actions indicated in the quest.

If you accept a Quest, then the Quest command in the Report menu will remind you of your obligation. If events render the Quest impossible, then a message at the start of the turn will announce this.

Your reward for completing this arduous task may be a magical item of greater than usual power, or revealing to you only the location of a ruin containing such an item. Quests may also be rewarded with allies, or money, especially if the successful hero seems poor.

(j). Diplomacy

This option is very powerful. If it is off, then all sides are in a state of perpetual war with each other, and can attack each other without restriction. If it is on, then a complete diplomatic system regulates the conduct of sides towards each other.

Under the system, sides can be in one of three states towards each other. These are Allied, Neutral or Hostile. The Diplomacy command in the Report menu depicts the diplomatic relationships between all the sides in the game. See *fig 14.1*.

During the course of the game, sides may send diplomatic messages to each other. The Diplomatic Action dialog, reached through the Diplomatic Report, summarises the diplomatic relationship of your side with each other player. It also lists any proposals that they have made to your side, and provides a set of buttons for your replies, or where you can initiate your own proposals. See *fig 14.2*.

The system works by comparing proposals between sides, and implementing the most hostile proposal. If one side proposes Alliance, and the other side proposes Hostility, then Hostility will prevail.

If one side proposes Neutrality, and the other Hostility, then Hostility would again prevail. If both sides propose Alliance, then that would be implemented.

The system regulates combat between sides. Allied sides should not attack each other's armies or cities. Neutral sides should not attack each other's cities, but can attack each other's armies without restriction. If attacks are implemented, in defiance of diplomatic restrictions, then the attack counts as a declaration of war. Your diplomatic rating will suffer a severe drop, and you may find other sides also regarding you as an enemy.

Fig 14.1 The Diplomatic Report

Fig 14.2 The Diplomatic Action Screen

If you downgrade an alliance or neutrality by sending a message through the system, then you only pay a moderate price in terms of your diplomatic rating.

The computer lists all sides in order of their credibility. The side who has been least treacherous is rated as Statesman; the side who has been most faithless is rated as Running Dog. This list is relative. All sides will probably have indulged in a few broken promises; the list simply ranks them each turn.

The computer uses this rating to help it decide whom to ally with, and whom to attack. If your behaviour is too outrageous, you may find the rest of the world turning against you.

15. HEROES (AND HEROINES)

Heroes are such an important part of *Warlords II* that it is useful to summarise all their functions in one place.

(a). Inspecting Heroes

The Inspect command in the Hero menu brings up a dialog which summarises each hero's status. See *fig 15.1*.

The dialog shows the Hero's name, the other armies with him and his location and other information as explained below.

(i). Battle

A Hero can give a stack bonus to other armies stacked with him by virtue of his strength. If a Hero's strength is between 4 and 6, the bonus is +1. If it is 7 or 8 the bonus is +2. If his strength is 9, then the bonus is +3.

Battle items act to increase a Hero's strength, and can thus increase the stack bonus he gives. The Battle figure in the report is the number added to the Hero's strength by the items he is carrying.

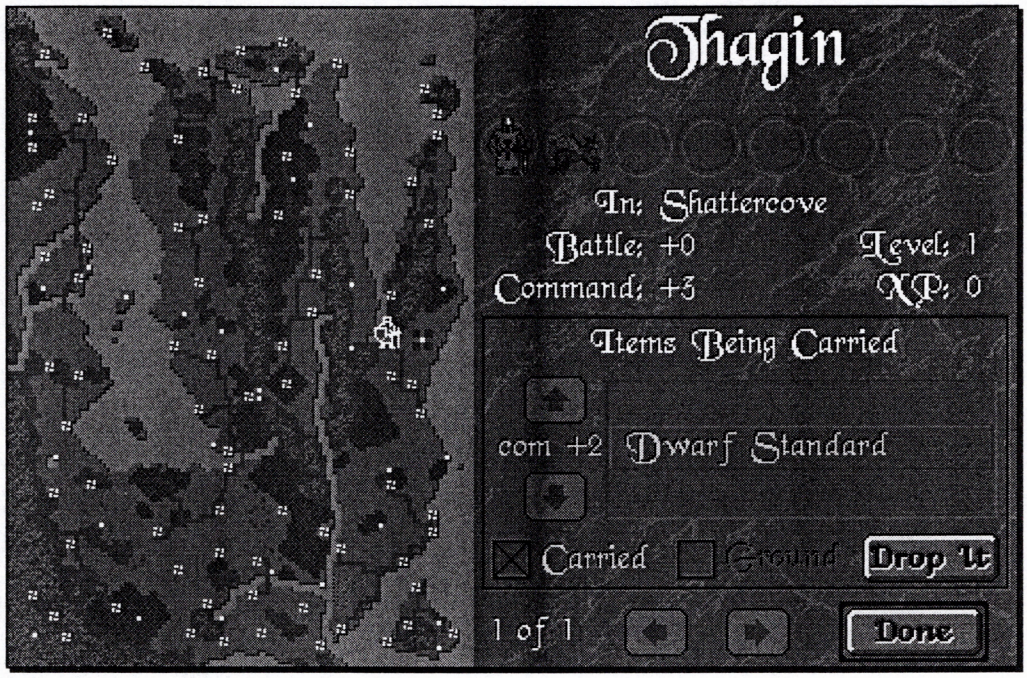


Fig 15.1 *The Hero Status Screen*

(ii). Command

As well as a stack bonus due to strength, a Hero can generate a stack bonus by carrying artefacts which give a command bonus. A good example is the Standard, which is issued to the initial Hero on each side. It is worth a +1 stack bonus to a stack containing a Hero who is carrying it.

(iii). Levels

Heroes in *Warlords II* can increase their capabilities by gaining experience and increasing in levels. Heroes gain the following experience points: searching a ruin +3, capturing a city +2, defeating an enemy outside a city +1, defending against attack +1, being blessed +1, completing a quest +10.

The Levels command from the Hero menu shows information about all your heroes, including their current experience points and the points needed to reach the next level. For each new level, a hero adds +1 to strength and +2 to movement. See *fig 15.2*.

Fig 15.2 The Hero Display Screen

(iv). Experience Points

The Hero's current Experience Point total is shown.

(v). Items Being Carried

This section lists all items being carried by a Hero. The Drop It button will release the highlighted item. Clicking on the Ground button will show all items on the ground in the Hero's square, and the Take It button will pick up the highlighted item.

(b). Standards

Each side gets one Standard along with their first Hero at the start of the game. This standard is +1 command item, but it has another special property. Using the Plant Flag command from the Hero menu, the standard can be planted in the ground. Troops can then be vectored to the standard, just as if it were a castle, with the usual limit of four armies per turn. This means that assault groups can be assembled exactly where you wish, rather than only at the nearest castle.

The Hero does not have to stay with the standard once it is planted, but it wouldn't be very smart to wander too far away. Stacking limits apply to the square the standard is planted in, so you can't have more than four armies with the standard if it is to receive four armies through the vectoring process.

(c). Hiring Heroes

After the first Hero, there is a small chance in any one turn of a Hero presenting himself for hire, if you have the money available. If you don't have enough money, Heroes won't show up. Second and subsequent Heroes are more expensive than the first, so be sure to try and keep plenty of cash on hand. If you own less than half the cities in a game, the maximum number of Heroes you can have is five. If you own more than half, the maximum is six.

(d). Searching and Questing

Searching ruins is the only way to get artefacts. Some scenarios, or random map games may allow you to produce special armies, but allies gained in ruins are free, and have no maintenance costs. As soon as you can afford to, a Hero should be set off to explore these places. If the Quest option is on, then a Hero should be delegated to perform one.

16. COMMAND SUMMARY

Most of the commonly used game commands are duplicated as Menu Items, and also have keyboard equivalents. Some of the less common commands are only found on the Menu Bar.

(a). The SSG Menu

SSG
About Warlords II

About Warlords II

This item reports the version number of the game and three figures showing different memory levels in the game.

(b). The Game Menu

Game	
Settings	alt X
Shortcuts	alt U
New Game	alt N
Save Game	alt S
Load Game	alt L
Save Map	alt M
Load Map	alt Z
Quit	^Q

Settings

This dialog allows you to customise game settings. Players can be switched between human and computer control. Please bear in mind that switching between human and computer play will result in several turns of confusion for the computer player while it sorts itself out.

Enhanced Production, which adds +2 to each army's combat value, can be turned on or off for each player. You can also choose whether you wish to Observe each computer player's turn in full.

At the bottom of the screen you may select whether you want music, sound effects and/or digitised speech in the game.

Shortcuts

This dialog lists all useful commands available from the Menu Bar in the game, along with an icon for each one. There are four slots available for these large buttons in the Action Palette. The currently selected commands are also listed at the bottom of the Menu Shortcuts dialog.

These buttons give the player a quick way of executing the selected commands without having to use the Menu Bar, or a key-press.

To choose the shortcuts you want, click on one the icons at the bottom of the dialog, and then click on the icon of the command you wish to use. You can do this for each button if you like. When you hit the Done button, the shortcuts in the Action Palette will be changed to your selections.

New Game

Exits the current game and returns you to the Start Game screen.

Save Game

Brings up the Save Game dialog. There are ten save game slots. Click on a slot to select it, and hit the O.K. button. A dialog appears, click on the current name to change it, and hit the Return key when you have finished naming the save game. Hit the O.K. button to save the game.

Load Game

Brings up a dialog of the current saved games. Click on the game you wish to load, and then hit the Okay button to load the game.

Save Map

The random map process produces some very nice looking maps. If you want to play again on one of these maps, then choose the Save Map command during the game. You can name the saved map.

Load Map

To recall a saved random map, choose the Load Map command from the Game menu. This will bring up a dialog allowing you to choose the saved map.

Quit

Exits the current game and returns you to the DOS prompt.

(c). The Order Menu

Order	
Fight Order	i
Move All	m
Disband	q
Signpost	x
Resign	r

Fight Order

This dialog shows all the armies for your side, and the order in which they line up for combat (see Chapter 10). Normally, you would wish to put the weakest armies first, and preserve high value armies by putting them last.

This is the default order. However, advanced players can use this command to implement their own ideas on combat strategy.

To change the order, click on one army, then click on another to make them swap positions or use the arrow keys to move the selected army. The reset button will restore the default setting.

Heroes always go last, unless over mountains or sea, in which case a flying creature will be the last army, to avoid a hero being stranded by the death of his flying transport.

Move All

This command will cause all armies that have current movement paths defined to move as far as possible along their paths.

Disband

This command will disband the currently selected group.

Signpost

If a currently selected army is over a signpost, you can choose the Signpost command. You will then be able to edit the signpost, and leave a message of your own for friend and foe alike to read.

Resign

There seem to be two resign options for a human player; Resign Graciously and Resign Ungraciously. In reality, a player may only resign ungraciously, burning all his cities to the ground in the process. For a less extreme measure, just use the settings command to switch an absent human player to computer control.

(d). The Report Menu

Report	
Army	a
City	k
Gold	g
Production	n
Winning	w
Diplomacy	d
Quest	=

Army Report

Shows the number of armies each side has. The map shows the location of each army or stack.

City Report

Shows the ownership of each city on the map.

Gold Report

Shows the amount of gold each side possesses.

Production Report

Shows all the armies that you produced this turn. If the list is longer than the dialog, then the arrow buttons will scroll the list.

Winning

The computer totals various factors and then produces a rough guide as to who is currently winning. This is the subject of much contention in multi player games. Nobody wants the onerous accolade of winner, since this only encourages the rest to combine and attack him.

This report is thus very useful if you aren't winning, and best ignored if you are.

Diplomacy

This command is active if the Diplomacy Option was chosen. There are two screens associated with this command. The Diplomatic Report, which comes up first, shows the current diplomatic state between all sides. Clicking on the Diplomatic Action button in the bottom left of the screen shows the current diplomatic state between your side and the others, any diplomatic proposals you might have received, and allows you to respond to those proposals (see Chapter 14).

If the Diplomatic Action button is red, then someone has made a negative proposal to you. If it is green, then a positive proposal has been received.

Quest

Quests are allocated at Temples. Each side can only have one quest active at a time. This report will show your current quest, if any, and any results you may have achieved towards the quest's completion (see Chapter 14).

(e). The Hero Menu

Hero	
Inspect	,
Plant Flag	f
Levels	u
Search	z

Inspect

The Inspect command shows the location of all your Heroes. The Hero named at the top of the dialog is highlighted on the map. Any armies accompanying him are also shown, his location is named and his Battle and Command bonuses, Level and Experience Points are all shown (see Chapter 15).

Plant Flag

Your first Hero comes generously equipped with a Knight's Standard. This item is worth a +1 Command bonus and can also be used to rally your armies to your Hero's side. To do this, the Hero must be selected, and not standing in a city, temple, ruin or at sea and the Plant Flag command chosen (see Chapter 15).

Levels

This brings up a dialog listing all of your Heroes, their levels, current Experience Points, points needed to reach the next level and Strength and Movement points (see Chapter 15).

Search

This is one of the most useful, and rewarding commands in the game. Armies and/or Heroes may search at temples, and receive a blessing. This adds one to the strength of all blessed armies.

If a group containing a Hero searches a temple, the Hero may also be given the option of a quest.

A group containing a Hero may also search ruins, which can contain treasure, artefacts or allies. These ruins are always defended (see Chapter 13).

(f). The View Menu

View	
Army Bonus	o
Items	t
Build	b
Cities	c
Production	p
Vectoring	v
Ruins	.
Stack	s

Army Bonus

This command lists all the army types in the game, with their strength, Move and Combat bonuses.

Items

This command explains the effects of all the magic items in the current scenario.

Cities

This command takes you to the production dialog for your cities and selects the City Info command (see Chapter 12).

Build

This command takes you to the production dialog and selects the Building command (see Chapter 12).

Production

This command takes you to the production dialog for your cities and selects the Produce New Army command (see Chapter 12).

Vectoring

This command takes you to the production dialog for your cities and selects the Vector command (see Chapter 12).

Ruins

This command brings up a dialog showing the location of every ruin and temple, and shows whether each ruin has been explored (see Chapter 13).

Stack

If you have a currently selected stack, this command brings up a stack dialog. It works in exactly the same way as the Stack Palette at the bottom of the screen (see Chapter 7).

(g). The History Menu

History	
City	h
Events	e
Gold	j
Winners	y
Triumphs	l

City

This dialog shows a graph of the number of cities you own, over time.

Events

This dialog shows the notable events that have occurred each turn. The arrow keys or the slider can be used to scroll through each turn. Notable events include the arrival or death of heroes, quests, the fall of cities and so on.

Gold

This dialog shows a graph of the gold levels of all players over time, and reports your current gold total.

Winners

This dialog shows a graph of each side's performance over time, and reports the current leader.

Triumphs

This dialog shows the losses to your side, and the casualties you have inflicted on the others. It opens showing your losses, in various categories, which you hope will be minor. The shields of all sides are displayed at the top of the dialog. Clicking on a shield will show the total casualties that you have caused that side. In accordance with time honoured tradition, the language of the report alters as appropriate.

(h). The Turn Menu

Turn	
End Turn	alt E

This has only one command, the End Turn command.

> **Important Note**
> The History menu will only keep track of game events for the first 300 turns. After that you'll have to use a pen and a piece of paper!

17. SURRENDER

If you are doing very well, then the surviving computer players may offer to surrender. This will happen if you own more than half the cities on the map, and have a reasonable margin of cities controlled over the nearest computer player. When surrender is offered, you have two options.

One is to accept the surrender, and be proclaimed the winner. The other option is to pop the petitioners' heads on pikes, in which case the struggle continues to the last city.

18. DESIGN CREDITS

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APPENDIX A
COMPENDIUM OF ARMY VALUES

	SCOUT	GIANT BAT	LIGHT INFANTRY	ORC MOB	LIGHT CAVALRY
COMBAT VALUE	1	1	2	2	2
MOVE VALUE	16	16	12	12	20
COST TO BUILD	2	5	3	4	6
TIME TO BUILD	1	1	1	2	2
COST TO ESTABLISH	10	30	50	100	300
BONUSES (IF ANY)	Move [W/H]	Fly	None	Move [W/H]	Combat +1(i) [O/R]

	CATAPULT	HEAVY INFANTRY	ELVEN ARCHERS	DWARVES	PIKEMEN
COMBAT VALUE	2	3	3	3	4
MOVE VALUE	16	8	12	8	8
COST TO BUILD	16	5	7	7	5
TIME TO BUILD	4	2	2	2	3
COST TO ESTABLISH	500	300	400	400	400
BONUSES (IF ANY)	Combat See Note (a)	None	Move [W] Combat +1(i) [W]	Move [H] Combat +1(i) [H]	Combat +1(i) [O/R]

NOTES

A **Move Bonus** for a particular type of terrain reduces the cost to enter it to 2 MPs.[W] = Woods; [H] = Hills.

A **Combat Bonus** applies to either an individual army (i) or an entire stack (s), and increases the combat value by the amount shown. Where a terrain type is listed, the bonus only

Warlords II

	HEAVY CAVALRY	WOLF-RIDERS	GIANTS	MINOTAURS	GIANT SPIDERS
COMBAT VALUE	4	4	5	5	5
MOVE VALUE	16	16	16	12	12
COST TO BUILD	8	8	10	10	12
TIME TO BUILD	3	2	2	2	2
COST TO ESTABLISH	500	500	800	800	1,000
BONUSES (IF ANY)	Combat +2(i) [O/R]	Combat +1(s) [H]	Move [H]	Combat +1(i) [C]	Combat +2(i) [C]

	PEGASI	GRIFFINS	UNICORNS	ELEPHANTS	NAVIES
COMBAT VALUE	5	6	7	8	4
MOVE VALUE	20	20	16	16	20
COST TO BUILD	12	15	15	15	(n/a)
TIME TO BUILD	3	3	4	4	(n/a)
COST TO ESTABLISH	1,000	1,500	1,500	1,500	(n/a)
BONUSES (IF ANY)	Fly Combat +1(s)	Fly Combat +2(i) [C]	Combat +1(s)	Combat See Note (b)	Combat See Note (c)

applies if the battle is fought in that terrain type. [C] = Cities (including ruins, camps and sacred sites); [O] = Open; [R] = Roads; [W] = Woods; [H] = Hills.

(a). The presence of a catapult in an attacking stack will negate any enemy defensive bonuses contributed by cities or camps.

(b). The presence of an elephant in an attacking stack will reduce by 1 point the combat value of every enemy army in a battle.

(c). All armies when at sea and illustrated as naval armies have a combat value of 4 and cannot make use of any bonuses.

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	WIZARD	THE WORM	UNDEAD	DEMON	ELEMENTAL
COMBAT VALUE	6	7	7	7	8
MOVE VALUE	50	12	16	20	12
COST TO BUILD	12	12	12	15	15
TIME TO BUILD	4	4	4	4	4
COST TO ESTABLISH	(n/a)	(n/a)	(n/a)	(n/a)	(n/a)
BONUSES (IF ANY)	Combat See Note (d)	Combat See Note (d)	Combat See Note (d)	Combat See Note (d)	Combat See Note (d)

	DEVIL	ARCHON	DRAGON	HERO	FLAG
COMBAT VALUE	8	8	9	5 - 9	(n/a)
MOVE VALUE	16	16	22	14 - 22	(n/a)
COST TO BUILD	15	20	20	(n/a)	(n/a)
TIME TO BUILD	4	4	4	(n/a)	(n/a)
COST TO ESTABLISH	(n/a)	(n/a)	(n/a)	(n/a)	(n/a)
BONUSES (IF ANY)	Combat See Notes (d) (e)	Combat See Notes (d) (f)	Fly Combat See Note (g)	Combat See Note (h)	Combat See Note (i)

(d). The presence of any supernatural army will increase the combat value of every army in a stack by 1, except dragons which add +2.

(e). The presence of a devil will negate the effect all enemy non-hero, non city bonuses.

(f). The presence of an archon will negate the effect all enemy hero bonuses.

(g). The presence of a dragon will increase the combat value of all armies in a stack by 2.

(h). Heroes increase their combat and move values as they gain experience.

(i). The flag has no combat or move values of its own. It must be planted by a hero. Armies may be vectored from cities directly to the flag.

APPENDIX B

COMBAT MECHANICS

Combat occurs whenever opposing armies contest the ownership of a particular location. The computer follows a set routine for each combat.

(1). A Combat Modifier for each stack is calculated. This may include stack bonuses conferred by heros (and the items they carry), the presence of certain armies in the stack and the nature of the terrain in the square that the battle will be fought. Other army types may negate some of these bonuses. See Appendix A for a detailed listing of army characteristics.

(2). The Combat Value of each army, taking into account the Combat Modifier, is calculated. Remember, prior to adding the Combat Modifier, no army can have a Combat Value greater than 9. The maximum Combat Modifier which can be added varies from scenario to scenario but is usually about +5.

(3). Attacking and defending armies are sorted on the battle display with the most valuable armies (usually) on the right hand side. Don't forget that the Fight Order menu item allows you to select the fighting order of your choice.

Combat is a series of one-on-one engagements between the left-most army of each side. Each combat is fought to the death with the survivor going on to fight his opponent's next army.

The battle ends when one side is eliminated.

The battle mechanics work like this. Each army rolls a 16-32 sided die, depending upon the scenario chosen and whether the Intense Combat option is in effect. The result is low if die roll is less than or equal to the enemy army's Modified Combat Value. The result is high if die roll is greater than the enemy army's Modified Combat Value.

If both rolls are high or both rolls are low, then the step is repeated.

If one rolls low and the other rolls high, then the low roller takes 1 hit.

As soon as an army receives 2 hits it is destroyed.

That's it!

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